BRAINBANK LEARNING GUIDE

(History U.S.A.)

AMERICAN HISTORY THE DECADES GAME 1

BRAINBANK LEARNING GUIDE

(History U.S.A.)

AMERICAN HISTORY
THE DECADES GAME 1

For 1 to 4 players: Ages 14 and up

Five computer programs designed as games to let you learn facts about America's history

Written by Charles S. Goldstein
Computer Graphics by Paul Kuhrman
Program Edited by Mark Feldman

©Copyright, 1981, 1982, 1983 BrainBank Inc.,
220 Fifth Avenue, New York, N.Y. 10001
212-686-6565

Look for other titles in this series.

**The material in this Learning Guide may be reproduced for classroom use.*

About this BRAINWARE™

BRAINBANK'S DECADES GAME teaches that there were multiple and quite disparate images in each decade of American History. The game provides an educational, informational, motivational tool for learning, and adds both challenges and fun to memorizing historical facts.

Today's "living present" becomes tomorrow's history. We have only to read the daily newspapers to know that historical events happen to real people and that nothing occurs in timeless isolation. When the "Wild West" was thriving, there was also a lot happening "back East". The same year that Custer led his men into battle along the banks of the Little Bighorn, Alexander Graham Bell patented his telephone, baseball's National League was formed and Mark Twain published his classic, *The Adventures of Tom Sawyer.*

The DECADES GAME is simple to run and fun to play. Even those who don't know when the War of 1812 took place, or who is buried in Grant's Tomb, can become history buffs. The events mentioned in the game span our history from the opening shot of the American Revolution to the opening shot of the Space Age.

Players are asked to place events in America's politics, economics, technology, science, folklore and art in their proper decades.

The Decades Game 1

There are five games in AMERICAN HISTORY: THE DECADES GAME 1. Any one of the five games may be played first; they do not have a sequence. Four to eight rounds can make up a game; the number of rounds is the player's choice.

**The instructions for running the program are shown ON-SCREEN throughout the game. The rules for playing the game are also presented ON-SCREEN at the beginning of each game; once learned, however, they can be skipped. They are printed here for your reference.

CONSULT YOUR COMPUTER MANUAL FOR START-UP INSTRUCTIONS.

Rules For Playing The Decades Game

(Directions needed for playing THE DECADES GAME appear ON-SCREEN during the game.)

BE SURE TO LOAD THE GAME DISKETTE ACCORDING TO THE INSTRUCTIONS IN YOUR COMPUTER MANUAL. IF YOU HAVE AN APPLE IIe, BE SURE THE "CAPS LOCK" IS DOWN.

— You will be asked how many people will play the game. As many as four people can play at one time, or you can play alone. Enter the number of players and press "RETURN".
(After the rules have appeared on the screen, each player will be asked to type in his or her initials.)
— You will then be asked how many rounds of the game you wish to play. You may choose from 4 to 8 rounds.

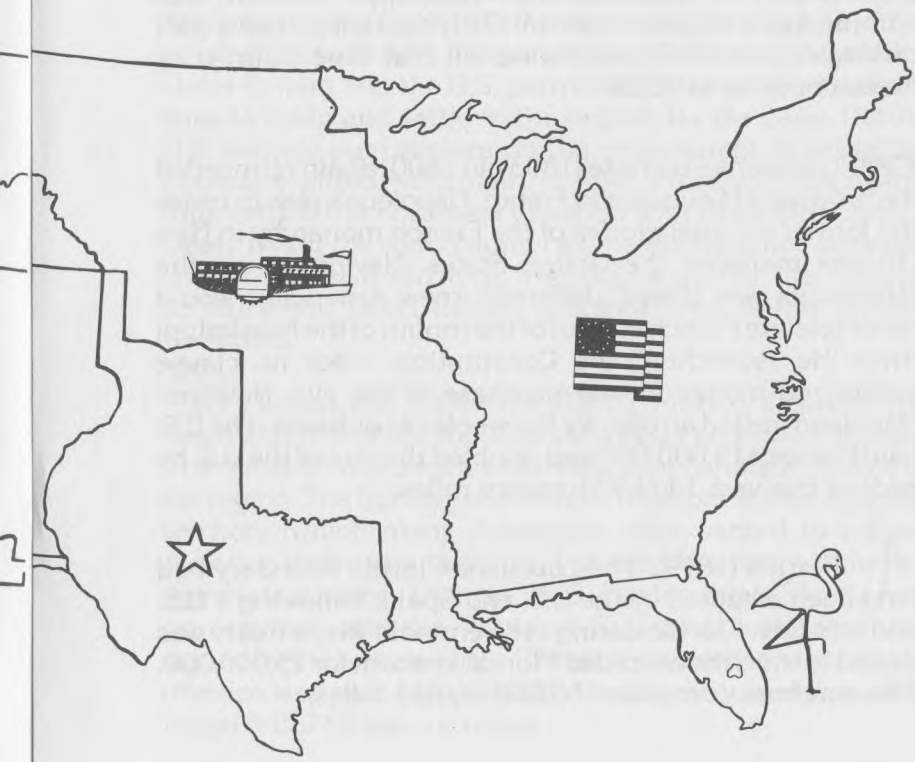
These are the *rules*, which will also appear ON-SCREEN.

— An event will be displayed.
— Each player, in turn, may then either enter the decade in which the event occurred or PASS.
— To answer, enter the *first* year of the DECADE in which the event occurred.
For example: for 1783, type 1780;
for 1907, type 1900, etc.
— To pass, type 0. (A pass is no score.)
— A right answer scores 5 points.
— A wrong answer loses 2 points.
— Each player has a turn before scores are tallied.
— If any player has entered the right decade, the next round starts.
— If no player answers correctly, a second event from the same decade appears and each player may again answer or pass.
— A correct answer to the second event scores only 4 points.
— This sequence will continue through a third and fourth event, if necessary.
— For each succeeding event displayed, correct answers will be worth one point less.
— If no player has entered a correct decade after the fourth event has appeared on the screen, the computer will display the exact date of each event, tally the score and advance to the next round.
— The same decade may appear twice in one game.
— It's your turn to play when your initials appear.
— REMEMBER: Players lose 2 points for a wrong answer.

When you have finished playing the game, wait for the light to go out on the disk drive, then carefully remove the diskette and replace it in its protective jacket before you turn your computer OFF.

Learning Guide

This Learning Guide is provided to augment the courseware with related information, exercises and activities.



Brainware Facts

(1783): The original territory of the U.S. granted by the treaty with Great Britain in 1783 consisted of 13 states: New Hampshire, Massachusetts Bay, Rhode Island and Providence Plantations, Connecticut, New York, New Jersey, Pennsylvania, Delaware, Maryland, Virginia, North Carolina, South Carolina and Georgia. By their charters, many of these states' boundaries extended to the Pacific Ocean, but in practice they ceased at the Mississippi River — beyond which lay territory belonging , by discovery and settlement, to the King of Spain. These states ceded all the territory west of their present boundaries to the U.S.: part of Minnesota, all of Wisconsin, Michigan, Illinois, Indiana, Ohio, Tennessee, and a great part of Alabama and Mississippi. Vermont was admitted as a separate state in 1791; Kentucky, then a part of Virginia, in 1792; and Maine, till that time claimed by Massachusetts, in 1820.

Louisiana Purchase (1803): in 1800, Spain retroceded the province of Louisiana to France. Napoleon's plan to revive the former colonial glories of the French monarchy in New Orleans menaced the United States. Navigation on the Mississippi was closed. Jefferson knew Americans would never tolerate French control of the mouth of the Mississippi River. He "stretched" the Constitution, since no clause authorized money for the purchase of the city. However, Napoleon invited an offer for the whole of Louisiana. The U.S. paid France $15,000,000 and doubled the size of the U.S. by adding this vast 1,171,931 square miles.

Florida (1819): The Louisiana-Florida boundary had long been disputed by the U.S. and Spain. Following a U.S. raid into East Florida during the Seminole War, a treaty was signed in which Spain ceded Florida in return for $5,000,000. The purchase comprised 59,268 square miles.

Texas (1845): Texas declared itself independent of the Mexican Republic in 1836. A brief war resulted. After the Mexicans brutally massacred the Texans at the Alamo, the Texan commander, Houston, with 700 men, met the Mexican President, Santa Anna, with 5,000 men, at San Jacinto and totally defeated him. Santa Anna, to gain his liberty, signed a treaty recognizing the independence of the Republic of Texas. The annexation of Texas then became a great political issue. Southerners wanted more slave territory and campaigned for a U.S. president with the cry "Texas or Disunion." Their candidate, Polk, was elected and Texas was admitted as a slave state, adding 376,133 square miles to the territory of the U.S.

Oregon (1846): By 1821, Spain had settled the western boundary of the Louisiana Purchase and given up its claim north of latitude 42°, Oregon's present southern boundary. Great Britain and the U.S. permitted citizens of both countries to trade and settle in the region. By the early 1840's, U.S. settlers put pressure on the government to settle the boundary with Great Britain. In 1846, President Polk peacefully settled the northwest question with Great Britain by a treaty fixing the 49th parallel as the dividing line between U.S. and British territory. The U.S. acquired the Oregon territory and Great Britain acquired what is now British Columbia.

Mexico and California (1848): Mexico disputed the Texas claim that the Rio Grande was its southwest border. The Mexican War began when Polk sent American forces to the region. The fighting also involved California, then Spanish territory, which many Americans also wanted to annex. America had many victories, but the Mexicans would not negotiate a peace. Then, in 1848, Mexico established a new government, and the Treaty of Guadaloupe Hidalgo was signed by the two countries. Through conquest and purchase (Mexico was paid $15,000,000) the U.S. acquired this additional 545,783 square miles.

Gadsden Purchase (1854): The U.S. bought this land from Mexico. General James Gadsden was at that time minister to Mexico and negotiated the transfer. This territory of 45,535 square miles has since borne his name.

Alaska (1867): This valuable fur, timber and mineral producing country was first claimed by Russia by right of discovery. By treaty, in 1867, Russia ceded the whole of the territory, 557,390 square miles, to the U.S. The Secretary of State, William H. Seward, negotiated the purchase for $7,200,000. Many Americans thought the region was worthless and called the purchase "Seward's Folly." This territory, almost a fifth as large as all the rest of the U.S., entered the Union in 1959. It was the first new state in 47 years. Alaska is the only state separated from the other states by another country.

Hawaii (1898): In 1898, the U.S. adopted a resolution to annex the Hawaiian Islands, making them a possession of the U.S. After signing the resolution, the President ordered the cruiser PHILADELPHIA to proceed to Honolulu to raise the American flag. Commissioners were appointed to prepare a plan for the future government of the Islands. In 1900, it became a U.S. territory and all Islanders became American citizens. In 1959, Hawaii became the 50th state in the Union. It is the only state that was once an independent monarchy, having been ruled by a monarch since the first Hawaiian king united the area around 1800.

Brain Teasers

Two groups of five historical facts are presented in the following section of this Learning Guide. There are two events in each group which happened in the same decade. These facts can be reproduced for student exercises. Here, the events which occurred in the same decade are *italicized*. Information about the listed events can be found in an encyclopedia.

From each group of five, select the two events that happened in the same decade.

1900's

— *Alfred Carl Fuller founds his Brush Company.*
— *P.T. Barnum displays the elephant "Jumbo" and thus adds a new word for bigness to the American language.*
— The first Women's Rights Convention in the United States meets in Seneca Falls, New York.
— Mother Frances Cabrini is the first American saint.
— Congress gains the legal power to levy income taxes as the 16th Amendment to the Constitution becomes law.

1790's

— The first public museum in the United States is set up in South Carolina.
— The brothers Frank and Jesse James form a band of robbers.
— Governor De Witt Clinton of New York pours water from Lake Erie into the Hudson River to celebrate the opening of the Erie Canal.
— *Eli Whitney invents the cotton gin.*
— *The first national census is taken.*

The BRAINBANK Inc., BRAINWARE™ KIT CONTENTS

A BRAINWARE™ KIT BOOKLET
Everything you need to know about BBI BRAINWARE™

- **BOOKLET CONTENTS**
  A table of contents with page numbers.
- **THE BBI PRIMER**
  Instructions for interacting with our BRAINWARE™.
- **THE MICROCOMPUTER:** An Overview
  Parts of a microcomputer explained in simple terms.
- **"SIGHT-SAYING"**
  A pronunciation guide.
- **GLOSSARY**
  Definitions of commonly used computer terms.
- **LEARNING GUIDE**
  Related information and activities.

BRAINWARE™ CONTENTS
Listed on the package for quick reference.

THE BRAINWARE™
BBI lessons on diskette in packages designed for careful storage.

"USER FRIENDLY SOFTWARE"

NOTES